Bartosz Warchoł

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Programming languages: C#, Python
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EDUCATION

AGH University of Science and Technology **Oct 2022 - Mar 2026 (Expected)**
B. Eng. in Computer Science and Intelligent Systems, **GPA: 4.39 / 5.0** Cracow, Poland
Subjects included: software engineering, machine learning, data engineering, math.

EXPERIENCE

Chess Tournament Tracker – Tournament Management Web App
Led the development of a Chess Tournament Tracker application that allows users to create or join tournaments. Features include starting the next round, inputting game results and notations, calculating rating progress, ending the tournament, and providing final standings.

As the team leader, my responsibilities included:

- Preparing Figma mocks for UI
- Gathering requirements for each milestone and delegating tasks to team members
- Presenting project progress updates
- Setting deadlines and monitoring progress
- Preparing technical and user documentation, including Swagger web API documentation

Technologies used: Figma, Drawio.com, DC, Swagger, LaTeX

AwesomeCodeFixer – Web API for File Formatting and Linting
Developed the backend of a WebAPI service that supports formatting and linting for a custom file format combining Markdown and KaTeX. The application uses dedicated formatters and linters for Markdown, LaTeX, C++, C, SQL, and Python.
The frontend team implemented a text editor with auto-linting and on-demand formatting features, as well as a rendered output window.
Technologies used: C#, ASP.NET Core, WebAPI, JSON, LINQ

ModelsBenchmark – ML Model Training and Benchmarking Tool
Developed a WinForms-based frontend application that allows users to select ML models and specify parameters for training and benchmarking. The available models and their parameter configurations are stored as a JSON file on the server, accessible via dedicated API endpoints. The backend, implemented in Python, handles model training and benchmarking, returning results such as accuracy through endpoint responses.
Technologies used: C#, WinForms, Python, Flask, Scikit-learn, JSON, REST API

FungiGrowthSimulation – Visual Simulation of Fungi Growth
Developed a scientific simulation visualizing fungi growth influenced by environmental factors and species characteristics. The app allows users to adjust parameters like temperature and humidity to simulate and analyze fungi development over time.
Technologies used: Python, NumPy, Pygame

The-Future – Time Travel Puzzle Game (High School Project)
Developed a 2D game for a high school competition as part of a two-person team. I was responsible for programming, while my teammate handled graphic design. The game follows the story of a time traveler trapped in time, where the player must solve a series of physics-based puzzles to escape. The plot includes an unexpected twist at the end, adding depth and intrigue to the narrative.

Technologies used: C#, MonoGame

LEADERSHIP AND AWARDS

- Four-time finalist in the Polish Junior Chess Championships
- Two-time participant in the Polish Junior Chess Extraleague, the highest-level junior chess league in Poland
- Awarded a total of 30 trophies and 20 medals in chess tournaments.
- Completed Notpron and the official part of Zest Riddle (currently working on "Exodus") as a team of friends—highly challenging internet-based logic games considered some of the hardest puzzles available online.